

# Harry Assayag

[hassayag.dev](https://hassayag.dev)

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## Education

<b>University of Birmingham</b> <i>Robotics M.Sc - Distinction</i>	<i>Sept 2019 – Sept 2020</i>
<b>University of Birmingham</b> <i>Physics B.Sc (Hons) - 2:1</i>	<i>Sept 2016 – July 2019</i>

## Employment

<b>Full-stack Developer</b> <i>Equans</i>	<i>Leeds, UK (Remote)</i> <i>Jan 2023 – Present</i>
<ul style="list-style-type: none"> <li>Full-stack <b>IoT</b>, <b>web</b>, and <b>mobile</b> development with <b>Node/React</b> in <b>Typescript</b> that facilitates the commissioning and monitoring of building management systems</li> <li>Integrated our in-house and third-party IoT with our SaaS platform using <b>MQTT</b> and <b>LoRa</b> protocols</li> <li>Lead the technical design and implementation of our new <b>serverless</b> cloud platform using <b>AWS CDK</b> to deploy the front- and back-end infrastructure</li> </ul>	
<b>Software Engineer</b> <i>Trakm8</i>	<i>Birmingham, UK</i> <i>Jan 2022 – Jan 2023</i>
<ul style="list-style-type: none"> <li>Small <b>Agile</b> development team focused on our flagship product, which provides vehicle telematics, fleet management, and insurance solutions to over 250,000 vehicles</li> <li>Full-stack <b>Angular/Node</b> web development with a focus on maintaining the databases and <b>RESTful</b> API microservices</li> <li>Lead the implementation of iOS and Android push notifications using <b>AWS SNS</b> and <b>Firebase Cloud Messaging</b></li> </ul>	
<b>Developer</b> <i>Reynolds and Reynolds</i>	<i>Birmingham, UK</i> <i>Sept 2020 – Jan 2022</i>
<ul style="list-style-type: none"> <li>Front-end <b>COBOL</b> development of a Windows application for use in automotive dealerships worldwide</li> <li>Writing internal technical designs and program change notices for users, ensuring the language is tailored to its audience</li> <li>Rigorously testing and reviewing programs developed by my team, including participation in code reviews</li> </ul>	

## Skills

**Languages:** JavaScript, TypeScript, HTML, CSS, Python, C#, Bash, COBOL  
**Frameworks:** React, Express, AWS CDK  
**Tools:** AWS (Lambda, S3, SQS, SNS, RDS), Linux, Git, Docker, Unity, Postman  
**Databases:** PostgreSQL, SQLite, DynamoDB

## Projects

<b>Video Game Datascraper</b>	<a href="https://github.com/deadlock-wiki/deadbot">github.com/deadlock-wiki/deadbot</a> <a href="#">↗</a>
<ul style="list-style-type: none"> <li>Founded an open-source <b>Python</b> project that assists in maintaining accurate data on a community-run wiki for the game "Deadlock"</li> <li>Developed a full end-to-end deployment system with <b>Github Actions</b> that decompiles the game's files, parses them into JSON, and uploads them to the website using the MediaWiki API</li> <li>Handle onboarding of new contributors, incoming feature requests from the community, and fixes to keep up with the game's ongoing updates</li> </ul>	
<b>Competitive Online Wordle</b>	<a href="https://github.com/hassayag/WordleOnline">github.com/hassayag/WordleOnline</a> <a href="#">↗</a>
<ul style="list-style-type: none"> <li>Created a real-time multiplayer Wordle game, using <b>Socket.io</b> to allow up to 5 players to join via a link share</li> <li>Implemented a session system, stored in an <b>RDS Postgres</b> instance, which allows a user to continue their game if they disconnect</li> </ul>	